

NEED HELP WITH INSTALLATION,
MAINTENANCE OR SERVICE?

NINTENDO CUSTOMER SERVICE
SUPPORT.NINTENDO.COM

or call 1-800-255-3700

MON.-SUN., 6:00 a.m. to 7:00 p.m., Pacific Time
(Times subject to change)

BESOIN D'AIDE POUR L'INSTALLATION,
L'ENTRETIEN OU LA RÉPARATION?

SERVICE À LA CLIENTÈLE DE NINTENDO
SUPPORT.NINTENDO.COM

ou composez le 1 800 255-3700

LUN.-DIM., entre 6 h 00 et 19 h 00, heure du Pacifique
(Heures sujettes à changement)

Nintendo®

66661A



PRINTED IN USA
IMPRIMÉ AUX É.-U.

NINTENDO DS®



INSTRUCTION BOOKLET/
MANUEL D'INSTRUCTIONS

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation
- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

**The official seal is your assurance
that this product is licensed or
manufactured by Nintendo. Always
look for this seal when buying
video game systems,
accessories, games
and related
products.**

Nintendo does not license the sale or use of products
without the Official Nintendo Seal.



THIS GAME CARD WILL WORK
ONLY WITH THE NINTENDO DS™
VIDEO GAME SYSTEM.



Wireless DS
Single-Card
Download Play
1 - 4

THIS GAME ALLOWS WIRELESS MULTIPLAYER
GAMES DOWNLOADED FROM ONE GAME CARD.



Wireless DS
Multi-Card
Play
1 - 4

THIS GAME ALLOWS WIRELESS MULTIPLAYER
GAMES WITH EACH DS SYSTEM CONTAINING
A SEPARATE GAME CARD.

NEED HELP PLAYING A GAME?

Recorded tips for many titles are available on Nintendo's Power Line at (425) 885-7529. This may be a long-distance call, so please ask permission from whoever pays the phone bill.

If the information you need is not on the Power Line, you may want to try using your favorite Internet search engine to find tips for the game you are playing. Some helpful words to include in the search, along with the game's title, are: "walk through," "FAQ," "codes," and "tips."



Nintendo®



CONTENTS

Starting the Game	6
How to Play	10
Using Copy Abilities	14
Cooperating with Helpers	16
Basic Rules	19
Game Modes	22
Sub-Games	27
Group Sub-Games	28
2-Player Spring Breeze	29
DS Wireless Connection	30
Manuel en français	36



KIRBY

Our main character is a gourmet who uses his big mouth to inhale and swallow most anything. He goes on adventures far and wide to protect the peace of Pop Star.

*In this manual, we will use red to indicate that a screenshot is of the top screen, and blue to indicate that a screenshot is of the bottom screen.

STARTING THE GAME

Make sure that the power on your Nintendo DS is off, then insert the Kirby Super Star Ultra Game Card firmly into your DS.

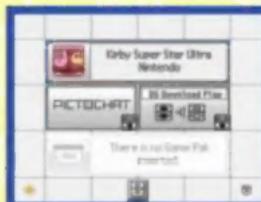
- When you turn your DS on, you should see the screen on the right. Please read through the information and tap the bottom screen to continue.



- When you tap the Kirby Super Star Ultra panel on the DS Menu Screen, you will watch the opening of the game.

- If you have changed the settings on your Nintendo DS to start games automatically, you do not need to do this step. Please see your Nintendo DS Instruction Booklet for more information.

- When the title screen appears, tap the bottom screen or press **A** or **START**. Then choose a file on the file-selection screen. From this screen, you can also choose the options of Group Sub-Games and 2-P Spring Breeze.



CHOOSE THE NUMBER OF PLAYERS

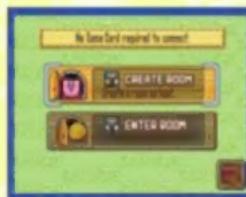
Once you've selected a file, select the number of players. In 2-P Adventure, P1 controls Kirby while P2 controls the Helper.

p 16

2-P Adventure

When choosing 2-P Adventure, you will need to establish a wireless connection between P1 (parent) and P2 (child). P1 should choose Create Room and wait for P2. P2 must choose Enter Room and select a room to enter. Once P2 has entered the room, P1 should choose **START**. P1 must also choose a game mode next.

*Please read **p 30-31** carefully before initiating a Nintendo DS wireless connection.



SAVE DATA

When you clear a stage or a game mode, data will automatically be saved to your file. To continue a saved game, you must choose the Continue option within a given game mode—use **+** to place the cursor over the Continue panel and select a stage to play. However, you can only save at a save point in The Great Cave Offensive. **p 24**

THE CORKBOARD

Once you've chosen the number of players, you will proceed to the corkboard. Please choose a game, sub-game, or sub-menu. When you highlight a game on the corkboard that will require you to tap the bottom screen during play, you will see a  on the top screen.

Game Name

When you've previously cleared a game, you will see a  displayed here.

Results

You'll see your high score and any treasures you've collected displayed here.

Games p. 22-26

*At first, you'll only be able to select Spring Breeze, but as you begin to progress through the game, you'll unlock more games.



Difficulty

The more  you see, the harder a game will be.

Game Mode Explanation

Sub-Games p. 27

Sub-Menus

SUB-MENUS

Tap the icons on the lower right of the corkboard to change settings, watch movies, or listen to sounds. You will be able to unlock the Sound Test room as you play through the game.

Theatre

You can view any of the movies you've previously seen in a game here—your list of movies will grow as you clear more games. Press any button during movie playback to skip to the end.

Options

You can use Sound Settings to change between surround, stereo, mono, and you can use the Beginner's Show to learn how to play each of the games. Use Erase file to delete old save data and start over.

*You can also erase all files by simultaneously holding down , , , , , and  as the game starts up.

Erased files cannot be restored, so please be careful.

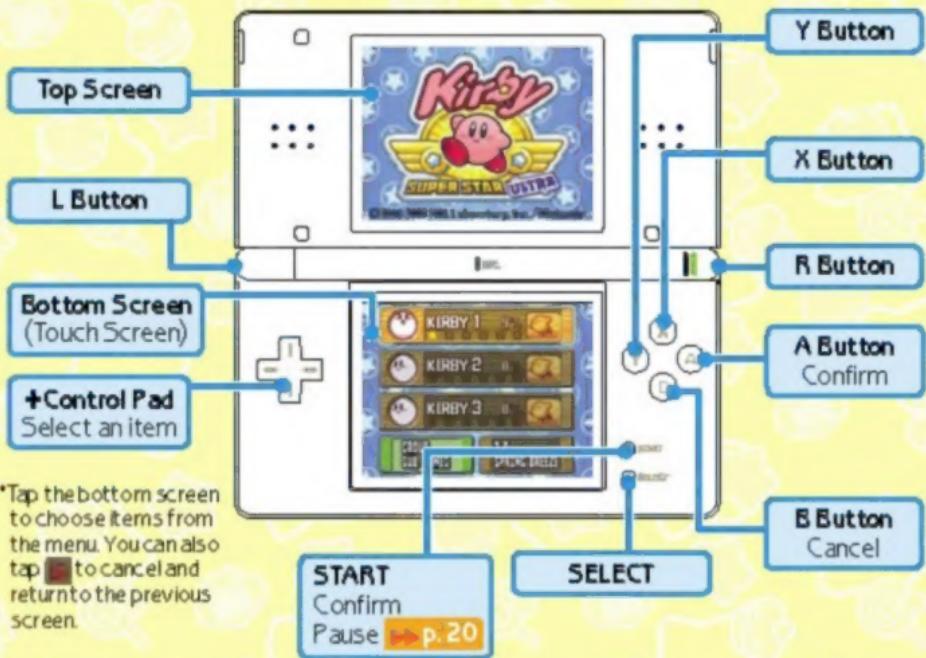
Sound Test

You can listen to music and sounds from the game here—your list of sounds will grow as you clear games. Tap  or use  to select songs and sounds. Tap the panel in the middle or press  to play.



HOW TO PLAY

You will use the touch (bottom) screen as well as the buttons when you play this game. Please see [p. 11-13](#) for basic rules.



*When playing with a Nintendo DS, please refer to your DS Instruction Booklet.

*Press **L**, **R**, **START**, and **SELECT** simultaneously to return to the title screen.

*You can close your DS at any time to enter Sleep Mode and conserve battery power. Simply open the DS to resume your game.

GROUND ACTIONS



*You may be able to pass through some floors with a crouch jump.

DOOR AND LADDER ACTIONS



MIDAIR ACTIONS

(A or Y)



Jump
Jump into the air.

(A or Y) (Repeatedly)



Hover
Move through the air with multiple midair jumps.

B



Shoot air
Attack by exhaling air
(Kirby will fall).

WATER ACTIONS

(+ A or Y)



Swim
Swim through the water. Press the A or Y Button to float upward.

B



Shoot water
Attack foes with water shot from your mouth.

ATTACK ACTIONS

B



Inhale
Inhale foes and blocks.

X or +



Spit
Turn inhaled objects into stars and shoot them out.



Swallow
Swallow things you've inhaled.

COPY ABILITY ACTIONS

B



Use a Copy Ability
Swallow foes to copy them
p. 14-15 You can get rid of a Copy Ability by pressing **SELECT**.

X



Create/Return a Helper
When you create a Helper
p. 16-17, it will help you fight.

USING COPY ABILITIES

Kirby's special talent is copying the abilities of his enemies. Using copied enemy abilities will be very helpful as you fight foes and try to clear stages.

COPYING

Kirby copies the abilities of enemies he has swallowed. Some of these copied abilities may change Kirby's appearance. Use **B** and various other controls to activate Kirby's new abilities in each form. Go to the pause screen to learn more about your current Copy Ability.

p. 20



When Kirby swallows an enemy he's inhaled...

He gets a new Copy Ability! Try using **B**.

Dropping a Copy Ability

When Kirby takes damage, or when you remove a Copy Ability by pressing **SELECT**, the Copy Ability turns into a star and flies away. You can inhale this star to take back the Copy Ability if you want.

*The Copy Ability star will eventually disappear.



Mixing Copy Abilities

When Kirby inhales more than one enemy at a time, he can take on a mix of Copy Abilities. Kirby's appearance on the bottom screen will cycle through each ability. Press **A** to stop the cycling and use the Copy Ability Kirby stops on.

INTRODUCING COPY ABILITIES

There are many more Copy Abilities than we can introduce here. Among these are some you can only use a certain number of times, including one-use-only abilities. After using up these abilities, they will disappear automatically.

Beam

Learn all the shapes and uses of this powerful beam attack.



Fighter

Defeat your enemies with flurries of punches and kicks.



Ice

Expel icy breath to freeze your enemies.



Cook (one-time use)

Cook all of your enemies on screen into recovery items.



COOPERATING WITH HELPERS

When he copies an ability, Kirby can also create a Helper. The Helper is a loyal ally who will fight by your side.

ABOUT HELPERS

When Kirby copies an ability (other than a one-use ability), you can press the X Button to create a Helper—Kirby will lose the Copy Ability. During a single-player game, the Helper will be controlled by the computer, and when there is a second player, P2 will control the Helper.

*The Helper will disappear when its health reaches 0. Kirby can then make a new one.



When you press **X** while you have a Copy Ability...

You create a Helper with that same ability.



Ability Item

Grab (Helper Transformation)

When a Helper Touches a Copy Essence Deluxe or an Ability Item [p. 21](#), it can change into a different Helper with that ability. Also, when a Helper has low health and touches an enemy, it can change into a different Helper with that ability. When a Helper transforms, it recovers all health.

Face-to-Face

When Kirby or a Helper gets a food item or a Maxim Tomato [p. 21](#), they can restore each other's health if they touch soon after grabbing the item by performing Face-to-Face.



WHEN P2 IS CONTROLLING A HELPER...

When you're playing a two-player game and Kirby does one of the things described below, P2 can press **A**, **B**, **X**, or **Y** to create a Helper they can control. Controlling a Helper is slightly different from controlling Kirby in a few ways.

WHEN CAN P2 CONTROL A HELPER?

- When Kirby creates a Helper.
- When Kirby has inhaled an enemy.
- When Kirby has a Copy Ability.



CONTROLLING THE HELPER

Continuous Jump	A (repeatedly)	Float through the air with many small jumps.
Use an Ability	B	Use your Helper ability.
Space Jump	X	Turn into a star and warp to Kirby's location.
Hyper	X (repeatedly)	Make the Helper disappear.

Normal Beam

When there is a Helper present and Kirby does not have a copy ability, he can press **X** to use the Normal Beam. If this beam hits the Helper, it will turn into an Ability Item. If Kirby then swallows this Ability Item, he will regain that ability.

* When Kirby already has a Copy Ability and there is a Helper present, Kirby can press **X** to turn his current Copy Ability into an Ability Item.



INTRODUCING THE HELPERS

There are many varieties of Helpers besides the ones shown here.

Waddle Dooh



Rocky



Bio-Spark



Blade Knight



BASIC RULES

This section explains how to advance in the game, as well as how to view the game screen and other rules common to each game mode. For more information about rules specific to each game mode, please see [p. 22-25](#).

HOW TO ADVANCE

Control Kirby as he advances through various stages, overcoming enemies and obstacles. Defeat the boss at the end of each stage to advance to the next. When you get hit by enemies or their attacks, you will lose health. If your health reaches 0 or if you fall into a pit, you will lose one life and you may need to start again from the beginning of a stage or your last checkpoint, so be careful.



GAME OVER

When Kirby's health reaches 0 and he has no remaining lives, your game will end. You can choose to continue your game from a certain point by selecting the option "Continue," or you can choose "Quit" to return to the corkboard.





THE GAME SCREEN

You can see the stage on the upper screen, while the lower screen shows your health, score, and other information.



PAUSE SCREEN

Press START to display the pause screen. From the pause menu, you can choose to access a world map or return to the title screen. You can also change screens by pressing right or left on to confirm controls for Kirby and such.



ITEMS AND OBJECTS

There are various items on the stages that Kirby and his Helpers can grab for different effects. There are also some objects that require a special action to move or interact with. This page will introduce you to some of each.

ITEMS

	Food Items	Recovers some health.		Candy	Makes Kirby invincible for a short time.
	Maxim Tomato	Recovers all health.		Copy Essence Deluxe	Gives Kirby a new Copy Ability
	1UP	Increases Kirby's remaining lives by one		Ability Item	Gives Kirby a new Copy Ability when swallowed

*There are various kinds of Food Items, Copy Essence Deluxes, and Ability Items

OBJECTS

	StarBlock	Attack or swallow these to get them out of your way		Cannon	Try lighting the fuse nearby and getting inside
	Bomb Block	These explode when hit, causing damage to everything around them		Elevator	Get on and press up or down on the Control Pad to move
	Stake	You can use a certain ability to pound these down		Switch	Touch or attack this switch to activate it
	Rope	You can use a certain ability to cut these.		Warp Star	Get on this star to ride it to another location.

GAME MODES

This game is something of a "game omnibus," where you choose the game you want to play from the corkboard. Here we will discuss some of the rules and features of the various games.

ABOUT THE GAMES OMNIBUS

There are lots of games in Kirby Super Star Ultra, so you can enjoy lots of different stories and adventures. The goals and rules of each game vary slightly, so pay close attention to this section.

SPRING BREEZE

Adventure through four stages as you try to recover all of the food stolen by King Dedede. This is a basic game mode with simple rules for new gamers. This is the only game mode you can play at first.



DYNA BLADE

Set out on an epic journey to stop the giant, monstrous bird Dyna Blade from destroying all of the crops. This game mode features a world map and the ability to select stages.

World Map

Move Kirby using and press to select a stage. Cleared stages will display a .

Enemy Stages

As you move around on the world map, you will have to fight enemies if you touch them



Extra Stage

Fulfilling certain conditions opens this stage, where you can grab one of many Copy Abilities.

GOAL GAME

There is a goal game at the end of every stage in Dyna Blade. Press , , , or when the gauge is full to send Kirby shooting out of the cannon. You will receive a reward based on how far he flies.



THE GREAT CAVE OFFENSIVE

Explore an ancient cave and recover the 60 treasures hidden there, then make it back to the surface safely. Think of the value of each treasure in gold as your score.

Enter the pause screen  to display the treasures you've found and tap each one to confirm their names and values.

Kirby's Current Position

Treasures Collected



About Treasure Chests

Treasures come in chests like the one seen here. Stand near them and press up on  to open them.



SAVING IN THE GREAT CAVE OFFENSIVE

You can only save this game at predetermined save points. You will be asked whether you want to save at each save point, so just choose "Yes" to save your game.



GOURMET RACE

There are two ways to play this game. In Grand Prix, you will race against King Dedede. Run through the course and collect food as quickly as you can. Your score is determined by the amount of food you gather and how many more times you reach goal lines before your opponent. In Time Attack, you will choose a course and race through it alone to try and get the best time possible.

In this game, P2 will play as a second, yellow Kirby.

Goal Lines Reached First

of Food Items Grabbed

Racer's Positions

High Score



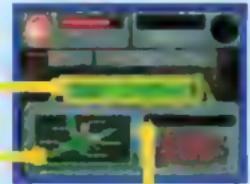
Previous Wins and Losses

REVENGE OF META KNIGHT

Infiltrate the flying battleship Halberd to foil the ambitions of the masked warrior Meta Knight. This mode has a time limit, and if the time runs out, you will lose a life.

Time Remaining

Kirby's Current Position



Halberd Endurance

This will change over the course of your adventure.

MILKY WAY WISHES

In order to stop the serious fighting between the sun and the moon, you will need to visit many planets and summon a comet. This game has slightly different rules concerning Copy Abilities, so pay close attention.

World Map

Move Kirby with and press when hovering over a planet to enter that stage. You can start on any stage in this game.



About Copy Abilities

In Milky Way Wishes, you generally can't get abilities from enemies by swallowing them. In order to get a Copy Ability, you will have to find and touch a Copy Essence Deluxe. Once you have found a Copy Essence Deluxe, you can choose it at any time by tapping it on the lower screen.

You can confirm your list of obtained Copy Essences Deluxe on the pause screen.



Copy Essence Deluxe



Usable Copy Abilities
Scroll through the Copy Abilities by tapping .
Tap one of the icons in the center to choose a Copy Ability.

SUB-GAMES

You can choose several sub-games from the corkboard, each one featuring simple, fun rules that use the touchscreen.

HOW TO PLAY SUB-GAMES

Once you have chosen a sub-game to play from the corkboard, decide on a level (difficulty) to start playing. When the game ends, please choose Continue or Quit.



Kirby Card Swipe
Be the first to tap the card on the bottom screen that matches the card appearing on the top screen. The first to three wins.



Kirby on the Draw
Tap the targets to shoot them, (you lose points for shooting bombs)
Tap the bar at the bottom of the screen to reload when you're out of ammo



Snack Tracks
Eat as much of the food coming down the conveyor belt as you can
Tap bombs, caterpillars, and rocks to get them out of the way

GROUP SUB-GAMES

Up to four people can play sub-games ➤ p. 27 via a wireless connection. Child units can participate even if they do not have a Game Card.

Please read ➤ p. 30-31 carefully before establishing a wireless connection.

STARTING A GROUP SUB-GAME

P1 (parent) Directions

Choose Group Sub-Games from the file-selection screen, then choose Create Room and wait. When you select **○ START**, download will begin. When the download ends, you can choose the type of sub-game and the level.



P2 (child) Directions

If you have a Game Card inserted, choose Enter Room and enter P1's room. If you do not have a Game Card, you will need to download the game from the DS Menu Screen ➤ p. 30-31. Then you just have to wait for P1 to start a game.

2-P SPRING BREEZE

2-Player Spring Breeze uses DS wireless connections to allow another player (even without a Game Card) to play along in game of Spring Breeze. ➤ p. 22

STARTING 2-P SPRING BREEZE

P1 (parent) Directions

Choose 2-P Spring Breeze from the file-selection screen, create a room, and wait for P2. Select **○ START** to begin the download.



P2 (child) Directions

Begin the download from the DS Menu Screen, and wait for P1 to start a game.

In 2-P Spring Breeze, the game screen will not appear on P2's DS. P2 must look at P1's DS to control the Helper.

*You will lose progress in 2-P Spring Breeze when you turn off the power.

This section explains how to establish the link for local wireless play.

WHAT YOU WILL NEED

- Nintendo DS Systems** One for each player
Kirby Super Star Ultra Game Cards One for each player

Steps

1. Make sure that all DS systems are turned off, then insert a Kirby Super Star Ultra Game Card into each system.
2. Turn on the power of all the systems. The DS Menu Screen will appear.
3. Touch the "Kirby Super Star Ultra" panel.
4. Now follow the instructions on [p. 28](#).

COMMUNICATION ERROR

If the connection fails, follow the directions on screen to return to the title screen. If you do not have a Game Card inserted, you will have to shut off the power.



This section explains how to establish the link for DS Download Play.

WHAT YOU WILL NEED

- Nintendo DS Systems** One for each player
Kirby Super Star Ultra Game Cards One

Steps for the Host

1. Make sure all DS systems are turned off, then insert the Kirby Super Star Ultra Game Card into the system.
2. Turn on the power of all game systems. The DS Menu Screen will appear.
3. Tap the Kirby Super Star Ultra panel.
4. Follow the instructions on [p. 29](#).



Game-Selection Screen

Steps for the Guest

1. Turn on the power of all game systems. The DS Menu Screen will appear.
2. Tap the DS Download Play panel. The game-selection screen will appear.
3. Tap the Kirby Super Star Ultra panel. The game-confirmation screen will appear.
4. When the correct software appears, select "Yes." Player 1 will start the download process.
5. Follow the instructions on [p. 29](#).



Game-Confirmation Screen

CREDITS

Director
SHINYA KUMAZAKI
Producer Director
SHIGENOBU KASAI
Programming
AKIO HANYU
ISAO TAKAHASHI
SEIJI OTOGINO
YASUYUKI NAGASHIMA
MASAHIRO HIRANO
SHOJI SOGA
TAKASHI MATSUBA
TOMOHITO KAMODA
MASAMI ISHIGURO
JISSEI FUKUYOSHI
Programming Support
JISSEI FUKUYOSHI
SHINGURE HAGIMURA
YUJIRO SASAKI
Design Director
HITOSHI KIKKAWA
Design
TETSUYA MICHIDUKI
TSUYOSHI WAKAYAMA
TAKESHI HIRAGAWA
TADASHI KAMITAKE
TENKURO SUZUKI
AKIHO MATSUZAKI
SHIRO TSUBUTSU
YOSHIMASA MAEDA
TOMOHI ASANO
Model Design
SANAE KUBOTA
TADASHI HASHIMURA
TATSUHIRO TANOUYE
AI KAWASUMI

Movie
KUNIO SATANAKA
YOSHIE SANO
Design Advisor
ASHURA SEMIKAWA
Sound
JUN ISHIKAWA
HIKOKAZU ANDO
Public Relations
SATOSHI SHIBDA
CHIEKO OSAKI
TOMOHIRO MINOURA
Artwork
TETSUYA NOTOYA
MARICO KINOSHITA
MASAYO NAKAGAMI
REIKO KAWAHARA
Network Support
YASUO SUZUYAMA
HEIYUO OSAWA
SACHIE NAKAMICHI
Testing
KAZUHIKO FURUDA
MASARU KOBAYASHI
KENICHI KOBAYASHI
AKIMITSU USHIKOSHI
DAI SUZUKI
HAL DEBUG TEAM
SUPER MARIO CLUB
POLE TO WIN
Technical Support
TENUYUKI GUNJI
HIDEYOSHI SOTO
TAKEHIRO OYAMA

Special Thanks
HEROIC BUGA
YOSHIO YAMAMOTO
MASAAKI FUKUNAGA
MASANORI YAMAMOTO
HIROSHI FUJII
TAKASHI SAITO
MITSUYA NAITO
YOSHIO SUZUKI
MASANORI KUSUMOTO
YASUHI ARAUCHI
SHIGERU TAMAKAWA
MASAYOSHI USHIBATSU
HIROYUKI YOSHINO
SHIN HASEGAWA
KENDOHI UEDA
YUJI KIHUCHI
R&D Localization
NATE BILDORFF
SCOTT RITCHIE
R&D Localization Management
JEFF MILLER
LESLIE SWAN
Coordination
MARI SHIRAKAWA
Project Management
TETSUYA ABE
Producer
MASAYOSHI TANIMURA
KENSUKE TANAKA
Executive Producer
SATORU IWATA

WARRANTY & SERVICE INFORMATION

You may need only simple instructions to correct a problem with your product. Try our website at support.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer. Hours of operation are 6 a.m. to 7 p.m., Pacific Time, Monday - Sunday (times subject to change). If the problem cannot be solved with the troubleshooting information available online or over the telephone, you will be offered express factory service through Nintendo. Please do not send any products to Nintendo without contacting us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo will repair or replace the defective hardware product or component, free of charge.* The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (games and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair or replace the defective product, free of charge.*

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our website at support.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and repair or replacement options and pricing.*

*In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo. Please do not send any products to Nintendo without contacting us first.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING **WARRANTIES OF MERCHANTABILITY** AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights. You may also have other rights which vary from state to state or province to province.

Nintendo's address is: Nintendo of America Inc., P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

This warranty is only valid in the United States and Canada.

NOTES



NOTES

